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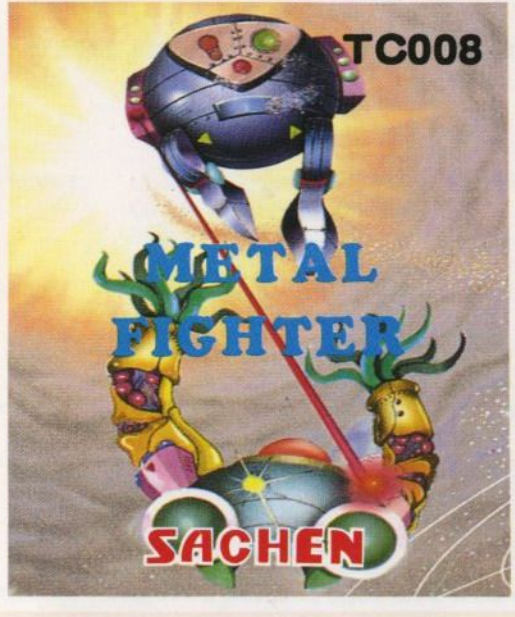
SACHEN

SACHEN




TC008

# METAL FIGHTER CONTROL SUMMARY

## Controls

| | |
|---|---|
| **Control Pad Arrows:** | Move Metal Fighter in the indicated direction. |
| **Button A:** | Causes Metal Fighter to jump. |
| **Button B:** | Push to fire. Hold down for a few seconds longer then release to fire a much more destructive plasma ball. |
| **Start Button:** | Starts the game. Also freezes the game. |

## Special Objects

| | |
|---|---|
| **Weapon Capsule:** | Shoot any weapon capsule and move Metal Fighter on top of resulting "F" square to start flying. |
| **Weapon Capsule:** | Shoot any weapoon capsule during flight and move on top of option square. Enter challenge stage to obtain new weapon and replenish shield power by one. |
| **Mutants and Enemies:** | Shield power is reduced when you crash into an enemy or when you get hit by their weapons. |
| **Alien Tyrants:** | Duel with a different gigantic alien at the end of each world. |

# METAL FIGHTER

## I. Introduction

Returning from three centuries of intergalatic missions, MCS-920 (nicknamed Metal Fighter) is surprised by an alien infested planet. Whatever few life forms survived were driven underground or transformed into battling bionic mutants. You must escape the tentacles of these mutants...seek out and destroy alien ships, then overpower grotesque alien guards to steal their fiendish and bizarre weapons.

From barren landscapes and colorful coral reefs to abandoned and frozen cities, you will yet come face to face with the alien tyrant in each world.

## PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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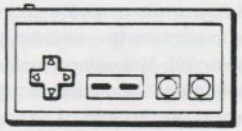
## II. GAME CONTROL



**Control Pad Arrows-** Move Metal Fighter in the indicated direction.

**Button A-** Causes Metal Fighter to jump. Hold down Button A longer to make Metal Fighter jump higher

**Button B-** Push Button B to fire plasma balls. To release a more powerful plasma ball – hold down Button B for a few seconds longer, watch the power indicator increase on the bottom of your screen, and then release Button B to fire.

**Start Button-** Starts the game. The Start Button is also used to freeze the game during play.

## III. GAME MECHANICS

The MCS-920 robot starts with 3 lives. Each carries a shield pack capable of neutralizing 3 direct hits or enemy contacts. The only way to replenish the shield's diminishing power is to capture the weapon capsules and successfully complete the challenge stage without being hit. The weapon capsules give the Metal Fighter special capabilities, and allow weapon selections. You must recognize the value of certain weapons to overcome difficulties in each world. At the end of each world you will encounter a unique alien Tyrant (Boss) guarding the exit leading to the next world. Learning to cope with these Tyrants will cost you many lives.

There are a total of 7 worlds, each with a different terrain and background. If you are keen enough to reach the 7th world you will encounter a pumping alien Heart. Find the secret to destroy it and you will win the game.



## IV. WEAPON CAPSULES

WEAPON CAPSULES

FLYING CAPABILITY

Each new life begins on the ground with a 3 hit shield and a straight line plasma ball weapon. To get other capabilities, shoot down a weapon capsule. An option square will appear where you hit the weapon capsule. The first option is for flight. Move Metal Fighter on top of the "F" square before it disappears. Later weapon capsules will give you other option squares. Moving Metal Fighter on top of these squares switches you into challenge mode inside the enemy weapon capsule. The weapon capsule has a sinister auto-cloning defense system. Once you enter that weapon capsule it creates a mirror image of you. you must then fight against a clone of yourself! You must defeat both the alien guards and the Metal Fighter Clone to complete the challenge stage. But beware, a new weapon often replaces the existing weapon. Try to choose the options which are more desirable and avoid the rest.

## V. WEAPON SELECTION OPTION SQUARES

SPEED UP | UPGRADED FIRING | DOUBLE FIRING | LASER CAPABILITY | MEGA SHIELD

**"S" SQUARE** - SPEEDS UP THE METAL FIGHTER.

**"U" SQUARE** - Upgraded firing capability allows you to fire an extra plasma ball from an extended gun. You may obtain other firing power without loosing this capability.

**"D" SQUARE** - Double laser capability gives you two extra lines of fire.

**"L" SQUARE** - Laser capability gives you simultaneous multi-angled firing capability.

**"M" SQUARE** - Mega shield gives you a rapid short range circular firing capability.



## VI. ENEMIES

MUSHROOM POD

HOARD BOMBERS

REACTOR VESSEL

MOTHRUNGUS

VOLCANO

HELIFISH

PILAGECRAFT

SCUD

UTICRAFT W-2

MISSLE LAUNCHER

STINGFLY

TRIAD-9

## VI. ENEMIES (Continued)

TANKER CG-5

CARRIER X-19

MINING CRAFT

MALIMER

BLIND ANGEL

TRICOPID

MUTANGEL

SQUIDIMUS

TRANSPOTER VL-3X

LYNXIMUS

MEGABEE

OTO FISH

## VII. ALIEN TYRANTS

The ultimate challenge awaits you at the end of each world. Beat the Alien Tyrant and you may proceed to the next world.

STAR KRAKEN

**Star Kraken** – A grotesque alien life form that pumps out energy leeches and poisonous pellets.

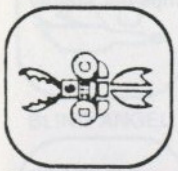
CRABNUBULA

**Crabnabula** – Watch out for the extending tongue and the acidic sliva this ancient carnivore spits out.

SPIDERCRAFT

**Spidercraft** – The master controller of the alien infested city.

## VII. PRIZES AND SPECIAL OBJECTS



PINCHERCRAFT

AQUADRAGON

PISTONCRAFT

HEARTANIUM

**Pinchercraft** – A mechanical clone of an once fearsome alien creature.

**Aquadragon** – King of the undersea world.

**Pistoncraft** – The giant destroyer that dominates the skies.

**Heartanium** – A high-tech weapon station which supports all vital alien functions on planet H17.



## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock N. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

## METAL FIGHTER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): (  ) _____ — _____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

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